



# Pigeon Aarakocra

Naturally gifted and talented the Pigeon Aarakocra have a strong commitment to the flock and earned a reputation of a Jack of All trades bird. Commonly seen in the workforce of many populations these avian learn quickly and adapt to their environment naturally and unnaturally with physical and mental mutations that can change these aarakocra to fit whatever place they need to be.

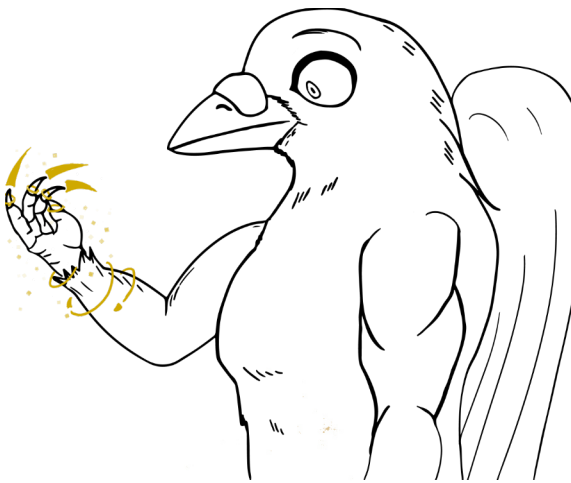
## One Bird, Many Possibilities

You will find stories and news written about the Pigeon Aarakocra to be abundant throughout the world. Agile enough to out maneuver attacking griffons, strong enough to take several arrows to the body without weakening, able to withstand hazardous and deadly conditions; These stories make for great entertainment but because of a pigeon's adaptability and abnormal nature many of these stories have an element of truth to them. All Pigeons have the potential to mutate as they age changing their bodies, minds and can be tailored based on experience and even choice. Pigeons have been observed to have subtle changes that make them more resistant to toxic environments or harsh climates. Others have more abnormal or alluring changes such as extra wings, larger talons or metallic colored plumage. Although their nature and growth seem chaotic, the Pigeon Aarakocra bring a much needed order to the flock and nation they live and serve in.



## Backbone of the Flock

Pigeons have always maintained a strong sense of community with their own. During times of survival while other flocks were scattered and fighting for survival within their own feathered kind, Pigeon Aarakocra rallied and have been credited to be the first of the Aarakocra to quickly unite and organize to work and help all equally. If one Pigeon is working on a task he or she will find it easy to rally other pigeons to the cause and achieve the goal much quicker. If a source of food is found, greed is the last thought on the pigeon's mind and the source will be quickly communicated to others. If a stranger's nest is in danger, a pigeon will fight to defend the nest as if it was his or her own. This level of unity carries on till this day and has since spread to other citizens of the Aarakocra Nation of Fesora contributing to the growth, defense and industry of the flock and nation.



## Pigeon Aarakocra Traits

Your Owl Aarakocra character has some physical similarities when compared to the common eagle like Aarakocra known in the world but Owl Aarakocra have some traits unique to this avian species only.

**Ability Score Increase.** Your Dexterity score increases by 1 and your Constitution score increases by 2

**Age.** Pigeon Aarakocra reach maturity by age 1 and have a life span slightly similar to humans living roughly 60 years.

**Alignment.** Pigeons tend to have no particular alignment. The most peaceful to the highly chaotic are found among them.

**Size.** Pigeon Aarakocra are about 5 feet tall. They have thin, lightweight bodies that weigh between 80 and 100 pounds.

**Speed.** Your base walking speed is 25 feet.

**Flight.** You have a flying speed of 60 feet. To use this speed, you can't be wearing medium or heavy armor.

**Languages.** You can speak, read, and write Common, Aarakocra & Auran.

**Genetic Surge.** As you grow and gain more experience your body changes and adapts to the world around you. At level 3, 9 and 15 you gain one Genetic Mutation point. You can put one point in Wings, Plumage, Eyes, Talons or Mind. Every point levels that particular part of the body you choose adding additional benefits. If all 3 levels in one particular category are taken you gain an extra effect, Genetic Synergy.

## Genetic Surges

### Wings

Lvl 1: You gain an additional 10ft of flight speed and you gain proficiency in the Acrobatics skill.

Lvl 2: You gain an additional 15ft of flight speed.

Lvl 3: You gain an additional 20ft of flight speed.

### Genetic Synergy: Tetramorphic Wings

If all 3 levels of Wings have been taken you grow an additional set of wings giving you a quad spread of wings. Once per long rest you can use a bonus action to use your wings and send out a 20ft long blast of wind in a direction of your choice. Any creature in the blast must make a DC15 Strength check or be pushed back 10ft. The blast disperses gas or vapor and extinguishes candles, torches and other similar flames in the area.

### Plumage

Lvl 1: Your feathers grow thicker giving you resistance to Cold damage.

Lvl 2: Your feathers are more resilient and grow back quicker giving you resistance to Fire damage.

Lvl 3: Your feathers become flexible and with a stronger calamus gives you resistance to Bludgeoning damage.

### Genetic Synergy: Armored Feathers

If all 3 levels of Plumage have been taken your plumage becomes like an armored coating and you gain a permanent +1 to AC. Additionally your feathers permanently gain a faint metallic like luster that is visible in any source of bright light. Roll a 1D4 to determine the color of the luster; 1 for Golden, 2 for Silver, 3 for Brass and 4 for Copper.

### Eyes

Lvl 1: Your sight is a skill giving you Proficiency in Perception. Additionally you have advantage on any Investigation checks that use sight.

Lvl 2: Your sight is strengthened for the night and you gain 30ft of Dark Vision.

Lvl 3: Your sight has reached an unnatural level. You can see through Invisibility up to 30ft away.

### Genetic Synergy: Focused Vision

If all 3 levels of Eyes have been taken once per long rest you can cast True Seeing without the need of verbal or material components. Your True Sight lasts for 1 hour and has a range of 100ft.

## Talons

Lvl 1: Talons are now stronger giving your Unarmed attacks an additional 2D4 Slashing damage.

Lvl 2: Talon tips sharpen giving your Unarmed attacks an additional 2D4 Piercing damage.

Lvl 3: Talons grow in size and Unarmed attack damage is doubled against any Tiny sized object or creature.

### Genetic Synergy: Rending Strike

If all 3 levels of Talons have been taken, in place of a normal attack you can perform a Rending Strike. This attack counts as a normal unarmed attack action but does 0 damage. In place of damage you focus on striking an opponent's defenses. On a hit the target's AC drops by 1. This reduction lasts for 1 minute. The effect can be ended early if the target drops to 0 hit points or takes a short rest. A target's AC can only be dropped once and does not stack with multiple Rending Strikes on the same target.

## Mind

Lvl 1: Your mind is sharp and focused on complex tasks. Once per short rest you can add an additional 1D4 to any skill check.

Lvl 2: Your mind is strengthened and you gain +3 to all Wisdom and Intelligence skills.

Lvl 3: You gain proficiency in two skills or tools of your choice. If you are already proficient in a skill or tool you choose it becomes an expertise.

### Genetic Synergy: Burst of Genius

If all 3 levels of Mind have been taken, Once per day you can add +10 to any skill check you make. Additionally if you take the Help action to aid another creature with a skill check the creature gains +5 to that skill check.